

CLAIM AMENDMENTS

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1. (Currently Amended) A game machine comprising:

means for displaying a special symbol indicating a shift to a special game state if a ~~variation~~ varying display stops at a specific arrangement and for displaying a game-related production display; and

means for determining results of stopping of the ~~variation~~ varying display and controlling the means for displaying according to the results, the means for determining controlling the means for displaying to produce a production display of a scenario of a game-related production display from ~~a~~ beginning to ~~an~~ end of the scenario, during a period from a start to an end of the ~~variation~~ varying display, wherein said game-related production display includes a design of at least two different characters and a word design for each of the two different characters, and a combination of the word designs of the two different characters indicates at least one of a special game state probability and probability of a reach, the reach indicating a shift to the special game state if the varying display stops an additional special symbol at a specific stop arrangement.

2. (Previously Amended) The game machine according to claim 1, wherein the end of the scenario indicates whether to shift to the special game state.

3. (Currently Amended) ~~The A~~ A game machine ~~according to claim 1, wherein~~ comprising:

means for displaying a special symbol indicating a shift to a special game state if a varying display stops at a specific arrangement and for displaying a game-related production display; and

means for determining results of stopping of the varying display and controlling the means for displaying according to the results, the means for determining controlling the means for displaying to produce a production display of a scenario of a game-related production display from beginning to end of the scenario, during a period from a start to an end of the varying display, wherein

said game-related production display includes a design of at least two different characters and an attachment design attached to the design of the two different characters,

the attachment design indicates at least one of a special game state probability and probability of a reach, the reach indicating a shift to the special game state if the varying display stops an additional special symbol at a specific stop arrangement, and

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the means for determining ~~i~~ controls the means for displaying so that the ~~scenario progresses according to a timing in~~ attachment design is shown simultaneously with stopping of the ~~variation~~ varying display.

Claim 4 (Cancelled).

5. (Currently Amended) The game machine according to claim 3, wherein the means for determining changes the production display to show an evolution of the scenario when a state of the game ~~indicates a shift to the special game state if the variation display stops an additional, second special symbol at a second specific arrangement~~ becomes the reach.

6. (Previously Amended) The game machine according to claim 5, wherein the evolution of the scenario is indicated by changes in a background of the production display.

7. (Currently Amended) The game machine according to claim 1, wherein progress of the scenario shown with the production display changes with ~~a production design~~ the two different characters.

8. (Currently Amended) The game machine according to claim 1, wherein the production display ~~suggests~~ indicates moving on to the special game state with ~~one of a production design and an appended design appended to a production design~~ the two different characters or the word design of each of the two different characters.

9. (Currently Amended) The game machine according to claim 1, wherein the means for displaying includes a display zone for the production display, larger than a display zone for the ~~variation~~ varying display of the special symbol.

10. (Currently Amended) A pachinko game machine comprising:  
means for displaying a design related to a game: ~~and~~  
means for controlling a display on the means for displaying; and  
a start win sensor detecting a game ball entering a start win hole and outputting a detection signal to the means for controlling, wherein the means for controlling produces a production display of a process from ~~a beginning to an end of a scenario~~ according to the detection signal, and controls the means for displaying to display an indication, with a

specific arrangement, of the end of the scenario, that the game ~~has moved~~ will move on to a special game state at the end of the scenario.

11. (Currently Amended) A game machine readable recording medium recording a game program, ~~wherein the game program controls~~ controlling a game machine to permit a player to play a game displaying a special symbol indicating a shift to a special game state if a ~~variation~~ varying display stops at a specific state, and controls display of a game-related production from ~~a beginning to an end of a scenario~~, during a period from starting to stopping of the ~~variation~~ varying display, and producing the game-related production to include a design of at least two different characters and a word design of each of the two different characters, a combination of the word designs of the two different characters indicating at least one of a special game state probability and probability of a reach, the reach indicating a shift to the special game state if the varying display stops an additional special symbol at a specific stop arrangement.

12. (Currently Amended) A game machine comprising:  
means for displaying game-related designs including a special symbol indicating a shift to a special game state if a ~~variation~~ varying display stops at a specific arrangement, and including a production design indicating ~~a probability of shifting to the special game state;~~  
and

means for controlling a display on the means for displaying, wherein  
the means for controlling controls the means for displaying to produce a suggestion display of a relationship between the production design and the probability of shifting to the special game state,

the suggestion display is produced when the game is not being played or when the game is being played and the varying display of the special symbol is not shown on the means for displaying, and

the suggestion display implicitly notifies a player of the game of the relationship.

13. (Previously Amended) The game machine according to claim 12, wherein the suggestion display indicates which production design has a high probability of shifting to the special game state.

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14. (Previously Amended) The game machine according to claim 12, wherein the suggestion display shows a design identical to the production design or related to the production design.

15. (Previously Amended) The game machine according to claim 12, wherein the suggestion display includes an animated image.

Claim 16 (Cancelled).

17. (Currently Amended) A game machine readable recording medium recording a game program, ~~wherein the game program controls~~ controlling a game machine to permit a player to play a game while displaying game-related designs, including a special symbol indicating a shift to a special game state if a ~~variation~~ varying display stops at a specific arrangement, and including a production design indicating a probability of shifting to the special game state, and ~~controls~~ controlling production of a suggestion display ~~of suggesting~~ a relationship between the production design and the probability, wherein  
the suggestion display is produced when the game is not being played or when the game is being played and the varying display of the special symbol is not shown on the means for displaying, and  
the suggestion display implicitly notifies a player of the game of the relationship.

18. (New) The game machine according to claim 1, further comprising a production pattern determination table prearranged for contents of the word designs.

19. (New) The game machine according to claim 1, wherein the two different characters are a male character and a female character.

20. (New) The game machine according to claim 1, further comprising a memory for storing a production pattern determination table including production patterns for the game-related production display, and a random number generator for generating a random number for production pattern determination, wherein the random number is used to determine a production pattern to be displayed.

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21. (New) The game machine according to claim 12, wherein the production design includes at least two different characters and a word design of each of the two different characters, and a combination of the word designs of the two different characters indicates one of a special game state probability and probability of a reach, the reach indicating a shift to the special game state if the varying display stops an additional special symbol at a specific stop arrangement.

22. (New) The game machine according to claim 12, wherein the production design includes at least two different characters, a word design of each of the two different characters, and a true intention design of each of the two different characters, and a combination of the word design and the true intention design of either of the two different characters indicates at least one of a special game state probability and probability of a reach, the reach indicating a shift to the special game state if the varying display stops an additional special symbol at a specific stop arrangement.

23. (New) A game machine comprising:  
means for displaying a special symbol indicating a shift to a special game state if a varying display stops at a specific arrangement and for displaying a game-related production display; and  
means for determining results of stopping of the varying display and controlling the means for displaying according to the results, the means for determining controlling the means for displaying to produce a production display of a scenario of a game-related production display from beginning to end of the scenario, during a period from a start to an end of the varying display, wherein the game-related production display includes at least two different characters, a word design of each of the two different characters, and a true intention design of each of the two different characters, and a combination of the word design and the true intention design of either of the two different characters indicates at least one of a special game state probability and probability of a reach, the reach indicating a shift to the special game state if the varying display stops an additional special symbol at a specific stop arrangement.

24. (New) The game machine according to claim 23, further comprising a production pattern determination table prearranged for contents of the word designs and the true intention designs.

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25. (New) The game machine according to claim 23, wherein the two different characters are a male character and a female character.

26. (New) The game machine according to claim 23, further comprising a memory for storing a production pattern determination table including production patterns for the game-related production display, and a random number generator for generating a random number for production pattern determination, wherein the random number is used to determine a production pattern to be displayed.

27. (New) The game machine according to claim 23, wherein the end of the scenario indicates whether to shift to the special game state.

28. (New) The game machine according to claim 23, wherein progress of the scenario shown with the production display changes with the two different characters.

29. (New) The game machine according to claim 23, wherein the production display indicates moving on to the special game state with the combination of the word design and the true intention design of either of the two different characters.

30. (New) The game machine according to claim 23, wherein the means for displaying includes a display zone for the production display, larger than a display zone for the varying display of the special symbol.

31. (New) A home game machine comprising:  
means for displaying designs related to a game;  
means for controlling a display on the means for displaying; and  
a game program performing pseudo-operations of a pachinko game on the means for displaying, wherein the means for controlling produces a production display of a process from beginning to end of a scenario, and controls the means for displaying to display an indication, with a specific arrangement of the end of the scenario, that the game will move on to a special game state at the end of the scenario.

32. (New) A game machine readable recording medium recording a game program, the game program controlling a game machine to permit a player to play a game displaying a special symbol indicating a shift to a special game state if a varying display stops at a specific

state, and controlling display of a game-related production from beginning to end of a scenario, during a period from starting to stopping of the varying display, and producing the game-related production to include at least two different characters, a word design of each of the two different characters, and a true intention design of each of the two different characters, a combination of the word design and the true intention design of either of the two different characters indicating at least one of a special game state probability and probability of a reach, the reach indicating a shift to the special game state if the varying display stops an additional special symbol at a specific stop arrangement.

33. (New) A game machine comprising:

means for displaying game-related designs including a special symbol indicating a shift to a special game state if a varying display stops at a specific arrangement, and including a production design indicating probability of shifting to the special game state;

means for controlling a display on the means for displaying, wherein the means for controlling controls the means for displaying to produce a suggestion display suggesting relationship between the production design and the probability of shifting to the special game state, and the suggestion display is produced when the game is not being played or when the game is being played and the varying display of the special symbol is not shown on the means for displaying; and

a demonstration display switching timer governing timing of switching between the suggestion display and the game related-designs.

34. (New) The game machine according to claim 33, wherein the production design includes at least two different characters and a word design of each of the two different characters, and a combination of the word designs of the two different characters indicates at least one of a special game state probability and probability of a reach, the reach indicating a shift to the special game state if the varying display stops an additional special symbol at a specific stop arrangement.

35. (New) The game machine according to claim 33, wherein the production design includes at least two different characters, a word design of each of the two different characters, and a true intention design of each of the two different characters, and a combination of the word design and the true intention design of either of the two different characters indicates at least one of a special game state probability and probability of a reach,

the reach indicating a shift to the special game state if the varying display stops an additional special symbol at a specific stop arrangement.

36. (New) The game machine according to claim 33, wherein the suggestion display indicates which production design has a high probability of shifting to the special game state.

37. (New) The game machine according to claim 33, wherein the suggestion display shows a design identical to the production design or related to the production design.

38. (New) The game machine according to claim 33, wherein the suggestion display includes an animated image.

39. (New) A game machine readable recording medium recording a game program, controlling a game machine to permit a player to play a game while displaying game-related designs, including a special symbol indicating a shift to a special game state if a varying display stops at a specific arrangement, and including a production design indicating a probability of shifting to the special game state, and controlling production of a suggestion display suggesting a relationship between the production design and the probability, producing the suggestion display when the game is not being played or when the game is being played and the varying display of the special symbol is not shown on the means for displaying, and governing timing of switching between the suggestion display and the game related-designs as a demonstration of the game.